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ABSTRACT

Introductory materials for an intraurban residential migration classroom game and appended game materials are designed for use as an introduction to an urban geography course or an illustration of social processes and methods in a behavioral geography course. The introduction explains the game organization and play, details the concepts it is designed to illustrate, and outlines the possible directions of classroom discussion. The general organization of the game is divided into segments for player and operator. Contents of the player's packet, operator's packet and equipment are elaborated. After being assigned an occupational role, each player is issued a personal profile and is placed in a particular neighborhood. The player activity section details how each player establishes a personal pointage goal for the game, earning a point total by a ratio of money to environmental satisfaction points. The operator activity section describes the responsibilities of setting equipment, directing play and leading discussion. Expected results, concepts for discussion, probability and random operators, and possible extensions of the game conclude the introduction. (Author/KSM)

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TRANSFER: AN INTRAURBAN RESIDENTIAL MIGRATION GAME*

by,

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*The original version of this game was made during a National Science Foundation funded short course, "Models and Urban Spatial Structure and Ecology," at Ohio State University, June 26-July 14, 1972. The work of the games interest committee, under Professor Lawrence A. Brown, Ohio State University, was the start from which this statement developed.

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This article is to introduce an intraurban residential migration classroom game, TRANSFER. The organization and play will be explained, the concepts it is designed to illustrate will be detailed, and possible directions of classroom discussion will be outlined. Notwithstanding the educational games already available in the general urban area(1), it is hoped that TRANSFER can make a pleasant and meaningful contribution to an introductory urban or general social geography class. Extensive testing of the teaching effectiveness of TRANSFER will not be included in this statement because that research is only in the most preliminary stages and will be reported subsequently. The game is included as an appendix, and it is assumed that one has these materials and has read the rules prior to reading this article.

General Organization of Transfer

Transfer is organized into three segments: 1) the player's packet, 2) the equipment, and 3) the operator's packet. The player's packet includes general rules, a map of Flat City, an assigned occupational role, an abstract for his initial neighborhood of residence, and a goal form. The equipment includes a large general board for Flat City, personal profiles, neighborhood abstracts, Events cards, Confidential information cards, goal forms, money,

environmental satisfaction vouchers, movers, and one or more sets of dice. The operator's packet includes rules, a listing of general announcements, a series of guidelines for allocating personal profiles and initial neighborhoods of residence, and other events related to the dice as random operators.

Player Activity

After being assigned an occupational role, issued a personal profile, and placed in a particular neighborhood, each player will establish a personal pointage goal for the game. While all unskilled workers must total 100 points, all clerk/stenographers and skilled workers 200 points, and all managers 400 points to win, the ratio of money to environmental satisfaction points needed to arrive at this total can be individually selected. Environmental satisfaction points (e.s. points) may be added directly for the totals; each $100.00 is worth only 1 point when added into the total ($100.00 = 1 e.s. point). After allocating percentage of money and e.s. points, the player files one copy of his goals with the operator.

Monthly rents, journey-to-work costs, and environmental satisfaction awards are specified for each neighborhood and differ for each neighborhood. Additionally, the penalties

and rewards in the events cards vary with each neighborhood. One can favorably affect his ability to gain points by identifying and moving to the neighborhood which will afford him the lowest costs and highest rewards. Thus he must seek the neighborhood abstracts for the other areas, by the procedures established in the rules, to identify his most favorable neighborhood.

Simultaneously, he must be trying to discover the neighborhood to which the new plant will move. There is a final round journey-to-work accessment of five times the monthly cost according to the neighborhood of residence and plant location at the end of the game. Thus, one must be located as closely as possible to the plant site at the close of the last round to protect cash reserves. Finding the location of the plant should be facilitated by general announcements and confidential information cards. Unskilled laborers receive no confidential information hence should have considerable difficulty in locating the proposed new plant site.

It should also be pointed out that only the managers should be able to make multiple moves during play. They are the only ones with the necessary cash to so behave. It is recommended that a board move be associated with a re-seating of the player, as he can trade, buy, and sell information

only within his neighborhood of residence and distribution of events cards is facilitated.

Operator Activity

It is the responsibility of the operator or operators to set the equipment, direct the play, and lead discussion after play. Usually there should be one operator for every 8 to 10 players.

Prior to play, the operator must assign occupational roles and residences to each player using dice and the allocation guidelines in his packet. At this time he issues appropriate personal profiles and neighborhood abstracts. He also takes his copy of each player's goal point ratios. This may all be done prior to actual play, with the exception of distribution of the neighborhood abstracts, possibly part of the class period before.

Setting the equipment for play depends, in part, on the number of players. If there are a limited number of players, few enough to be seated at a single table, the set and play can take place wholly on the board. Here the Events cards would be placed in the proper neighborhoods, and all moves confined to the movers on the board. The operator has to see that the events cards are retained and shuffled before each round, confidential information cards are issued to appropriate occupations, general

announcements are made, and payments and penalties are assessed. The operator acts as banker for both money and e.s. vouchers. If the number of players is greater, he will have to supervise actual physical relocation of players when a move takes place.

A singularly important activity of the operator is calling the end to a round and making round announcements. Rounds should last no more than 3 to 4 minutes. This should allow enough time for all transactions, distribution of cards, and moves. More time unnecessarily prolongs play. The announcements are particularly important from round 7 to the end of play because there is a construction progress report in each of them. The amount of progress depends on a random weather operator (the throw of the dice). The universe for this operator is in the packet. Also in the late rounds entry costs double to simulate a rise in mortgage interest rates.

Following the final round, total points are calculated from cash-on-hand, minus the journey-to-work penalty, and e.s. vouchers. The totals must not only equal the required level, but the ratio of e.s. points and cash must meet that selected at the beginning of the game.

Expected Results

Most unskilled laborers will not succeed in accumulating

over 100 points. In particular, they will not be able to develop cash reserves, though they should be able to save e.s. vouchers. The only unskilled workers who have a good chance of success are those who draw a promotion card. Because this involves a change of profile, thus income rise, with no change in goals or immediate rise in rent, success is virtually assured.

More of the skilled workers and clerk/steno people will succeed, if their goal point ratios are reflective of the reward mechanisms in the game. They can also be promoted and have access to more sources of information than the unskilled workers.

A manager can only fail to succeed if his goals are severely divergent from the reward structures in the game. Though he cannot be promoted, the cash assets and initial e.s. points he receives, coupled with the rewards in his likely neighborhoods of residence, virtually assure success. The probability of having enough unfavorable events to alter this structure is infinitesimal.

Social Concepts for Discussion

One concept which flows from this is the more limited probability that individuals in low social-economic classes will achieve a set of generally ascribed goals or even

personal goals(2). When promotion takes place, higher expense levels as well as higher income are part of the new profile. Thus a new life-style is implicitly suggested. These life-styles are reinforced by the language of and rewards and penalties in the events cards. Though new goals are not set on promotion, there is basis to develop ideas about behavior among the upward socially mobile. The three different goal point totals imply differential expectations associated with occupational groups. This topic may be opened by noting the goal formula structures(3).

The more specifically urban geographic points which may be developed and are socially oriented include physical mobility and social-economic status and neighborhood delimitation. Journey-to-work costs are a much smaller percentage of the managers' incomes than the unskilled workers' incomes, hence the managers should be more mobile. The managers can better afford a change of residence than the lower status occupation groups and have one of their moves paid for by the company. This should reinforce their greater mobility. A sort of neighborhood scenario can be drawn by viewing the neighborhood abstracts and events cards. Multivariate regions within the scenario can be illustrated.

Human Urban Ecology Concepts

Flat City is arranged in Burgess zones. Demonstration of this after the game will open discussion on urban human ecology(4). It could be extended to centripetal and centrifugal forces in urban morphology(5). Residential areas may be generally classed into four groupings: 1) high status group dwellings (Eastview, North Hills, Crestheights), 2) middle status-white collar (Pleasantview, Elmwood, and Agabar), 3) middle status-blue collar (Ironton, Beltsville, and Grafton), and 4) low status (Jones' Flat and Reed's Landing). The events decks imply differing life-styles in each neighborhood. In some instances there are recurring events, for example, an unwanted pregnancy or a drug arrest, with different penalties for the same event in the varying decks. Also the lower the status of the neighborhood the greater the probability that an individual will be a victim of crime or loss in a fire. Thus, problems of public service delivery systems in ghetto-slums may be highlighted(6).

Residential Moving Behavior Concepts

An individual's neighborhood of residence will effect his monthly rent, journey-to-work costs, and monthly e.s. point awards. It takes $100.00 to equal one e.s. point, thus any possible raise in journey-to-work costs with a move will

be more than offset in total point value by a single point raise in the events deck rewards and the monthly e.s. points. Generally, penalties and rewards in the events deck will also cause more important changes in e.s. point totals than monetary totals. Thus, moves governed by a desire to maximize environmental satisfaction will be more consistant with award structures in the game than ones directed at lowering journey-to-work costs. The game, then, follows the argument that residential moves are seldom done to minimize journey-to-work costs, but rather to maximize other variables, here aggregated under the heading of environmental satisfaction points(7).

Planning Concepts

The question of what increases environmental satisfaction in an urban setting might also be opened. The term has purposely been undefined for game play. A discussion of it might show considerable diversity of opinion as to its definition. Assuming the goal of an urban plan is to maximize general satisfaction, the diverse opinions could be directed into a discussion on the problem of establishing goals in an urban planning process(8).

Information and Learning in the Decision Process

There are several ways to get information within the game.

Data on the nature of neighborhoods may be obtained by declaring a move, drawing an appropriate events card, or by trading and selling information with other players. The move declaration is designed to simulate a seeker-field model(9). One can adjust his criteria of neighborhood desirability while gathering information. Receiving the abstract after declaring an intention to move is a surrogate for a reconnaisance of the neighborhood. After analysis of the abstract, one can decide to move, and temporarily end the search, or to continue to search. The penalties for not moving or not meeting entrance requirements and entrance and moving costs are designed to simulate the inertia which keeps a person in his present place of residence, i.e., to decide to maintain his present residence.

The main source of information on the plant location comes from the confidential information cards. Only the managerial confidential information is always correct. Even some of it is of little use in determining where the plant will locate; while not false it may be irrelevant. The confidential information available to the skilled workers and clerk/stenographers is often obscure, correct only in part, or wholly false. This is to illustrate that decisions can be made on fallacious inference from faulty data. Thus all

decisions will not result in achievement of their ascribed goal.

Both neighborhood and plant information may be traded or sold among players residing in the same neighborhood. This opens discussion on diffusion models(10), especially those which assume personal communication links. Limiting trade and sale within neighborhoods is to introduce the concept of a filter or barrier in diffusion processes. It may also result in diffusion which by-passed certain areas, thus highlighting the role of aspatial communication structures in the diffusion process.

Probability and Random Operators

The device by which occupation and neighborhoods are assigned, the various cards distributed, and construction progresses is a random operator. These operators are used to illustrate the high degree of probabilism in social processes. The events cards may be especially useful in illustrating basic probability notions, as four distinct universes are represented by them. The probability of an event resulting in a point deduction is much greater in the decks for Jones' Flat and Reed's Landing than it is for the one in Eastview, Crestheights, and North Hills. One may illustrate some basic sampling notions as the draw of the

events cards is structured as a sample with replacement while that for the confidential information is a sample without replacement(11).

Possible Extensions of the Game

Using the current equipment, some minor modifications in the play might introduce more concepts into the game. For example, a player might be assigned racial, i.e., a black or white, role as well as an occupational role. This would mean the addition of more personal profiles, with income and mobility constrictions, a second set of events cards for blacks, and a modification of the role and neighborhood assignment procedures. Such an element was in early versons of this game but was dropped because of the added complexity and because of my feeling that I could not adequately allocate rewards and penalties in the black events decks. In the present game, the unskilled workers, even without specific racial grouping, are portrayed as a minority group which faces discrimination. They receive no confidential information and will most likely be assigned to the Jones' Flat or Reed's Landing neighborhoods, which have the character of ghetto/slums.

Another modification which would tie specifically to goal modification with experience would be an opportunity

for players to modify the e.s. point and dollar ratios in their goal formulae. This option might take place in the sixth round. If some players elected to change ratios, this would lead directly to the discussion on seeker-field paradigms.

Summary

It is hoped that this introduction to TRANSFER will acquaint geographers, in their role as teachers, with the intended dimensions of the game. Once roles and neighborhoods have been assigned, the play can take from 35 to 60 minutes. Thorough discussion of the concepts introduced could well take several courses, but introductory explanation can proceed in one or two regular class periods. Because of its multifaceted nature, the game is probably best used in the early stages of a course. It may serve as an introduction in an urban course, or a case-in-point illustration of general social processes and method in a behavioral geography course. The references noted here may be used for additional student reading, but are only the barest introduction to the topics they represent.

Finally, it must be emphasized that the discussion after the game is probably the single most important element in what learning will be derived from it. While some general

areas for discussion have been noted here, they should not be considered a rigid framework for that interaction. All will not and should not emphasize the same materials. At best the game can provide a forum for individual innovation in presenting the topics it introduces.

FOOTNOTES

1. See Lowenstein, L.K., "An Annotated Bibliography on Urban Games," Exchange Bibliography, No. 204 (Council of Planning Librarians: Monticello, Ill.), 1971.

2. A summary of at least the Warner School's views on this may be found in Warner, W.L., Meeker, M., and Eells, K., Social Class in America, revised edition (University of Chicago Press: Chicago), 1960.

3. Gordon, M.M., "A System of Social Class Analysis," Chapter 8 of Social Class in American Sociology (McGraw-Hill: New York), 1963, 234-256.

4. A general introductory discussion of urban human ecology may be found in Harris, C.D., and Ullman, E.L., "The Nature of Cities," Annals of Political and Social Science, Vol. 242 (Nov., 1945), 7-17. A more general and technical discussion is Dogan, M. and Rokkan, S., Quantitative Ecological Analysis in the Social Sciences (M.I.T. Press: Cambridge, Mass.), 1969.

5. See Colby, C.C., "Centrifugal and Centripetal Forces in Urban Geography," Annals of the Association of American Geographers, 23 (1933), 1-20; Hoover, E.M., "The Evolving Form and Organization of the Metropolis," in Perloff, H. and Wingo, L., (eds.), Issues in Urban Economics (John Hopkins: Baltimore), 1968; Mayer, H., "The Spatial Expression of Urban Growth," Commission on College Geography Resource Paper, No. 7 (Association of American Geographers: Washington, D.C.), 1969; and Adams, J.S., "Directional Bias in Intra-Urban Migration," Economic Geography, 45 (1969), 302-323

6. Marr, P.D., "Functional and Spatial Innovation in the Delivery of Governmental Social Services," in McConnell, H. and Rose, H.M., (eds.), Perspectives in Geography 2 (Northern Illinois University Press: DeKalb, Illinois), 1972, 225-238. Also Rose, H.M., The Black Ghetto, Problem Series in Geography (McGraw-Hill: New York), 1971.

7. See Brown, L.A. and Longbrake, D., "Migration Flows in Intra-Urban Space: Place Utility Considerations," Annals of the Association of American Geographers, 60 (1970), 368-384; Simmons, J.W., "Changing Residence in the City: A

Review of Intra-Urban Mobility," Geographical Review, 58 (1968), 621-651; and Wolpert, J., "Behavioral Aspects of the Decision to Migrate," Papers and Proceedings of the Regional Science Association, 15 (1965), 159-169.

8. Wolpert, J., Mumphrey, A., and Seley, J., "Metropolitan Neighborhoods: Participation and Conflict Over Change," Commission on College Geography Resource Paper, No. 16 (Association of American Geographers: Washington, D.C.), 1972.

9. Moore, E.G., "Residential Mobility in the City," Commission on College Geography Resource Paper, No. 13 (Association of American Geographers: Washington, D.C.), 1972.

10. Brown, L.A., "Diffusion Processes and Location: A Conceptual Framework and Bibliography," Regional Science Research Institute Bibliography Series, No. 4 (Regional Science Association: Philadelphia), 1968.

11. Hoel, P.G., "Sampling Theory," Chapter 4 of Introduction to Mathematical Statistics, 4th Ed. (Wilry: New York), 1971, 115-137. Also Ferguson, G.A., "Sampling," Chapter 9 of Statistical Analysis in Psychology and Education, 2nd Ed. (McGraw-Hill: New York), 1966, 132-149.

APPENDIX A

THE GAME OF TRANSFER

Rules for Transfer

Pieces: Board, movers (n to 40), dice, Confidential Information cards, Events cards, Personal Profiles, Neighborhood Abstracts, money, and e.s. certificates.

Object: To equal or exceed the e.s. (environmental satisfaction) points and cash totals one has established as his personal objectives at the beginning of the game.

Preparation: Initial Neighborhoods of residence and personal profiles are assigned by a throw of the dice. Starting assets and e.s. points are issued. Players select their personal objectives in e.s. and cash; one copy of the formula is kept by the player and the other filed with the operator.

The Play: The play is divided into 12 rounds. In every round a person has the option to move. After the 12th round moves have been completed a journey-to-work penalty is assessed.

Round Procedure: Players receive their monthly pay and e.s. points. They must then pay monthly rent, expenses, and journey-to-work costs. Amount of monthly pay and expenses is designated on the personal profile; rent, journey-to-work expense, and monthly e.s. points are designated on the Neighborhood Abstracts. Events cards, appropriate to the neighborhood of residence, are then drawn. If the directions involve an acquisition of payment of e.s. points, this must be done immediately. Any sale or trade of information among players must be done at this time. In the 1st, 3rd, and 5th rounds confidential information is given to all but the unskilled workers. General announcements are made. Players may now declare an intention to move.

The Move Option: After a player has declared his intention to move to a specific neighborhood, he receives the abstract for it. If he cannot pay the cost of the entrance fee and moving from his cash-on-hand, thus cannot move to the neighborhood, he loses 20 e.s. points. If the player is able but does not choose to move this round, he must pay double the entrance fee for a move to that neighborhood in any subsequent round. If he moves immediately only the standard entrance fee and moving costs are charged. In any event, the player keeps the neighborhood abstract.

The Journey-to-Work Penalty: At the end of the twelfth round a journey-to-work penalty is charged. This is equal to 5 times the monthly journey-to-work costs from the neighborhood of residence to the plant location at the end of the game. After this penalty is paid, players' cash and e.s. totals are compared to their personal objective formulae. If one meets these objectives, he has won the game.

The Events Cards: An event card can allow you to receive a neighborhood abstract free, or depicts an event associated with the location which will result in the receipt or payment of money and e.s. points. Except for the promotion card, these are returned to the operator and reshuffled each round. If a player draws the promotion card, he may redeem it with the operator for a new personal profile appropriate to the next higher occupational status. If he is unskilled at the time of drawing the card, he may move to the skilled labor or clerk/stenographer occupations. If he is already skilled labor or a clerk/stenographer, he may move to the managerial class. If the player is already in the managerial grouping, he cannot be further promoted, hence the card is returned to the deck. If the promotion card is redeemed for a new profile, it will not be returned to the deck by the operator.

The Confidential Information Cards: There are two sets of Confidential information cards. One is for players in the managerial occupational class, and the other is for those in the skilled labor and clerk-steno occupations. Unskilled workers receive no confidential information. This information should help a player to learn the location of the new plant. C.I. cards are kept by the players.

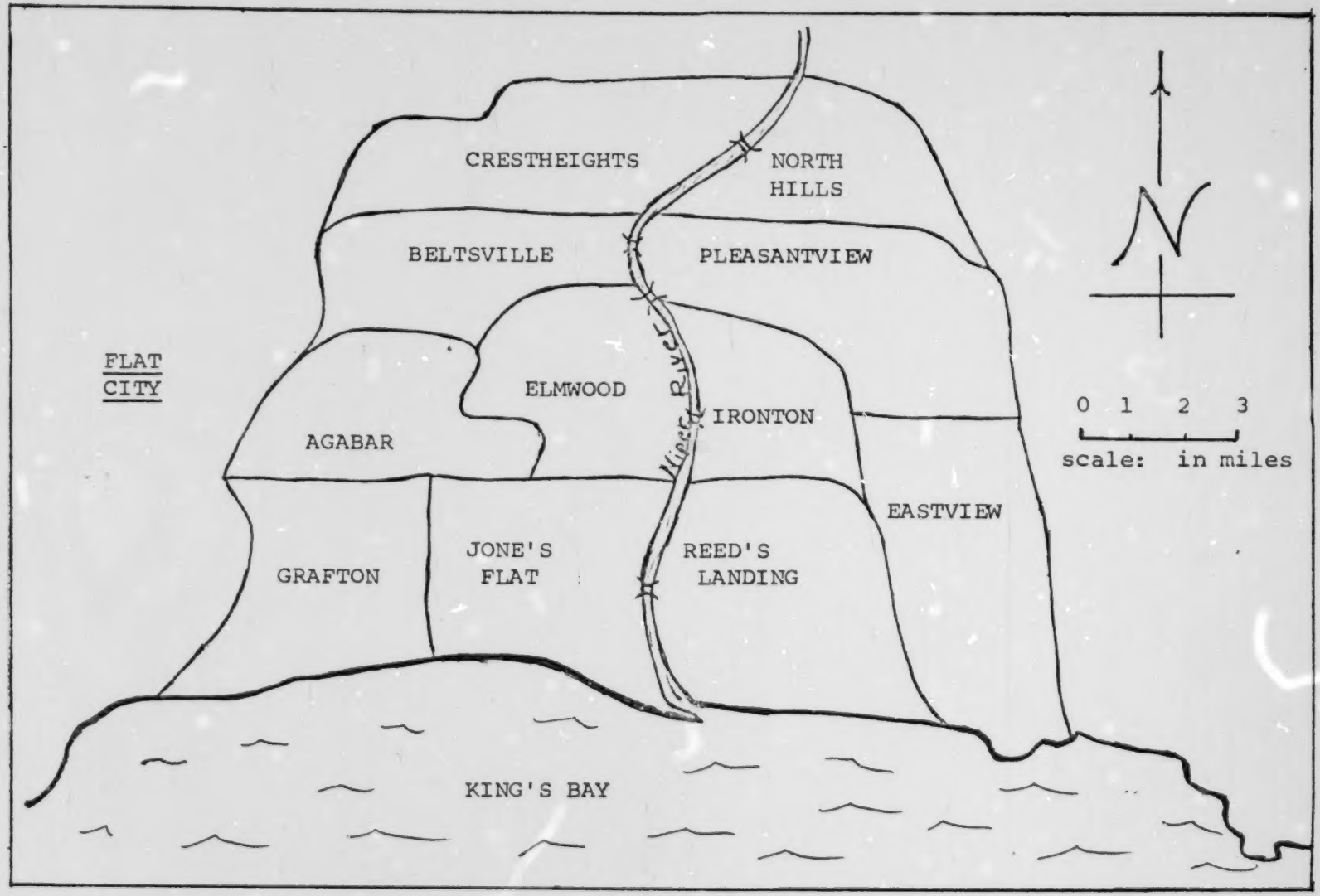
Trading Information: Both Confidential Information and Neighborhood Abstracts may be sold or traded. However, this can only take place at the proper sequence in round play and only residents of the same neighborhood may trade or sell information of any sort, unless one is redeeming a Blackmail card.

The Operator: The operator makes all general announcements, is the banker for e.s. and money, and tends both card decks. He also assigns occupations and place of residence at the beginning of the game, and distributes neighborhood abstracts thereafter.

The Personal Profiles: The personal profiles contain the following information; occupational class (unskilled, skilled labor, clerk/stenographic, or managerial), salary, expenses, assets, and initial e.s. points. These salary levels and expenses remain the same no matter where a player moves on the board, unless he receives a promotion card and exchanges his present profile. Then the new levels follow him through the game. If a player is promoted he does not assume his new salary and expenses until the next round. Also he does not receive assets and initial e.s. points beyond his original allocations, i.e. those stated in his personal profile at the beginning of the game.

The Neighborhood Abstracts: The neighborhood abstracts contain the following information: monthly e.s. point awards for residence, rent, and journey-to-work costs. These will vary dependent upon your neighborhood of residence at the initiation of a round. Also as there is a separate set of events cards for each neighborhood, the types of rewards and penalties, and the particular neighborhoods about which you can receive information, are affected by your place of residence.

Payment of Expenses and Penalties: In Transfer one can owe neither money or e.s. points. He must pay all expenses and penalties until he has no cash or e.s. points. If a player's cash or e.s. funds reach zero he is obligated to no further payments that round and incurs no debt for future rounds. He continues to play normally.


FLAT CITY
CRESTHEIGHTS
NORTH HILLS
BELTSVILLE
PLEASANTVIEW
ELMWOOD
IRONTON
AGABAR
EASTVIEW
GRAFTON
JONE'S FLAT
REED'S LANDING
KING'S BAY
River
0 1 2 3
scale: in miles

UNSKILLED player's copy _____E.S. + $_____00.00 = 100 PTS.	UNSKILLED operator's copy _____E.S. + $_____ = 100 PTS.
SKILLED player's copy _____E.S. + $_____00.00 = 200 PTS.	SKILLED operator's copy _____E.S. + $_____00.00 = 200 PTS.
CLERK/STENO player's copy _____E.S. + $_____00.00 = 200 PTS.	CLERK/STENO operator's copy _____E.S. + $_____00.00 = 200 PTS.
MANAGER player's copy _____E.S. + $_____00.00 = 400 PTS.	MANAGER operator's copy _____E.S. + $_____00.00 = 400 PTS.

ENVIRONMENTAL 1 SATISFACTION VOUCHER	ENVIRONMENTAL 5 SATISFACTION VOUCHER	ENVIRONMENTAL 10 SATISFACTION VOUCHER	ENVIRONMENTAL 20 SATISFACTION VOUCHER

$5 5 $5 $5 $5	$10 10 $10 $10 $10
$20 20 $20 $20 $20	$50 50 $50 $50 $50
$100 100 $100 $100 $100	$500 500 $500 $500 $500
$1000 1000 $1000 $1000 $1000	$10,000 10000 $10,000 $10,000 $10,000

Confidential Information I (Managers) cards:

1. The four locations considered are: North Hills, Grafton, Agabar, Jones' Flat (3 cards)

2. General Manager Creighton is a member of the Crest Heights Country Club.

3. BLACKMAIL CARD: you catch a fellow manager (of your choice) and his/her secretary in a "compromising position." He must give his confidential information to you or lose 150 e.s. points. (2 cards)

4. You look at a file on Creighton's desk noting utility rates at Jones' Flat.

5. The plant will be located in North Hills.

6. The company will publicly disclose the new plant location seven months from the original announcement concerning the move.

7. Entrance costs to neighborhoods will drop by ½ in the fifth round.

8. A representative of a Grafton real estate firm has been meeting with the board.

9. Gilbert Leef of McGraw associates is arguing for the river site in Jones' Flat.

10. 1,000,000 new shares of stock at $6.00 per share will be sold to capitalize the new plant.

11. The plant will be located across the Nipur river from its present location.

12. The company will pay moving expenses for executives only.

13. Entrance costs to neighborhoods will double in the 10th round.

14. A large parcel of industrial land was purchased in North Hills.

15. You caught a look at a file on Creighton's desk noting utility rates at North Hills.

16. The board discussed the problem of local labor recruitment at the accepted site.

17. The company will pay moving expenses for executives only.

Confidential Information II (clerk/steno and skilled labor) cards:

1. The plant will be located in Agabar. (2 cards)
2. The company will pay moving expenses for managerial levels only. (2 cards)
3. The company picnic will be held at the Reed's Landing Amusement Park (2 cards).
4. The plant will be located in Jones' Flat (3 cards).
5. The plant will be located in Grafton (2 cards).
6. The plant will be located in North Hills.
7. The plant will be located in Reed's Landing.
8. The plant will be located in Ironton.
9. Creighton is a member of the Crestheights Country Club.
10. Mr. Martin has left the office around 1:30 P.M. and returned around 4:30 P.M. with clay on his shoes three times this week.
11. The mail boy says there has been a lot of correspondence from McGraw associates lately.
12. A typist says a secretary told her moving costs would be paid by the company after the new location has been announced.
13. Your boss was talking about the schools in North Hills.
14. Creighton has been reviewing the plans with the engineers at McGraw Associates.
15. A representative of an Agabar real estate firm has been meeting with the board.
16. A high executive stenographer says the company is going to pay the moving expenses for those employees who stay with the company after the new location has been announced.

17. Maxine says she's going out with Sam.

18. You find your boss with his/her secretary in a "compromising position." He must show you his confidential information or lose 75 e.s. points. BLACKMAIL CARD (your boss is the manager of your choice.)

EVENTS CARDS

I. For Jones' Flat and Reed's Landing (2 decks):

1. Daughter rips off 6 David Cassidy Albums. -20 e.s. points.

2. The Walton League has planted trees and grass over the neighborhood. +$100.00 +4 e.s. points.

3. Your kid sister finds a number runner's bag of money, but the runner finds out you have his bread. +$200.00 -15 e.s. points.

4. Your friends and neighbors have liberated your community from the Imperialist, Fascist pigs, but in so doing your house was accidently burned down. -$1200.00 +25 e.s. points.

5. You may exchange this card for the neighborhood abstract of any community adjacent to the one of your residence.(5 cards total with this direction)

6. PROMOTION: You may exchange your personal profile for one of the next higher occupational class.

7. HUD schedules your house for demolition, however, if you move immediately to public housing in Grafton they will pay your moving expenses plus $1000.00 for the equity you have on your house.

8. Pigs catch a gang of car thieves working the neighborhood, but your kid brother is one of them. -$700.00 -10 e.s. points

9. The A. Bunker's move in next door. -35 e.s. points.

10. HUD gives your community $100,000, but the program is administered by the county clerk. Add $50.00 to wages. -10 e.s. points.

11. Mother-in-law moves in. Sleeps on couch. -25 e.s. points.

12. Flat burglarized. -$100.00 -10 e.s. points (2 cards)

13. Pregnant! -$700.00 -20 e.s. points. May redeem abortion card to avoid penalty.

14. Abortion card. Throw one die. If 1 through 3, the abortion is successful and penalty is avoided. If 4 through 6, the abortion is botched and the full penalty plus an additional $100.00 and 30 e.s. points are lost. May save or sell.

15. Mugged. -$20.00 -25 e.s. points.

16. Home displaced by Interstate. -$600.00 -25 e.s. points.

17. Busted for drugs. Minus six months salary. -50 e.s. points.

18. Building your flat is in burns. -$1200.00 -20 e.s. points. (2 cards)

II. For Elmwood, Grafton, and Pleasantview (3 decks):

1. You may exchange this card for the neighborhood abstract of any community adjacent to the one of your residence. (4 cards)

2. You may exchange this card for the abstract of a community of your choice. (3 cards)

3. Cable T.V. comes, but the same programs are still on. -10 e.s. points.

4. Trucks are banned from your block, but road falls into disrepair. -$500.00

5. Shopping center locates ½ mile away, but local "Mom and Pop" store goes under. -15 e.s. points.

6. PROMOTION: You may exchange your personal profile for one of the next higher occupational class.

7. Income tax refund. +$300.00.

8. Ortho fertilizer uses your lawn as test plot. +$250.00 +15 e.s. points.

9. Crime rate drops 35%, but more white kids are getting busted. +$200.00 +5 e.s. points.

10. Busted for drugs. You use Public Defender and get suspended sentence. -15 e.s. points.

11. Daughter buys 6 David Cassidy albums. -$50.00 -20 e.s. points.

12. New high school constructed on the next block, but kids bused in from the inner city. +$1200.00 -30 e.s. points.

13. Daughter wins Mayberry Park hula-hoop contest. +25 e.s.

14. Boss mentions your son's high school football play. +25 e.s. points.

15. House burns down. Lose all cash and e.s. points and move immediately to Jones' Flat.

16. Home burglarized. -$1200.00 -40 e.s. points.

17. Black family moves on the block. -$1000.00 -20 e.s. points.

III. For Ironton, Agabar, and Beltsville (3 decks)

1. You may exchange this card for the neighborhood abstract of a community of your choice. (2 cards)

2. You may exchange this card for the neighborhood abstract of any community adjacent to the one of your choice. (5 cards)

3. Home burglarized. -$800.00 -30 e.s. points (2 cards)

4. Daughter buys 6 David Cassidy albums. -$50.00 -20 e.s. points.

5. Motorcycles banned for your street, but Hell's Angels threaten to tree the neighborhood. +$200.00 -5 e.s. points.

6. A shopping center is going up, but the main access road runs by your house. +$2000.00 -15 e.s. points.

7. A new high school built nearby, but some kids bused to an inner city district. +$2000.00 -15 e.s. points.

8. Team comes in first in bowling league! +$200.00 +35 e.s. points.

9. Branch breaks thermopane picture window during thunderstorm. -$500.00.

10. Add family room to the basement by doing-it-yourself. +$1500.00 +20 e.s. points.

11. A library branch office located in your neighborhood, but New Republic is on the magazine rack there. +$800.00 -20 e.s. points.

12. House burns. Lose ½ of all money and e.s. points. Must move immediately to Reed's Landing (no charge for the move).

13. Income tax refund. +$400.00.

14. PROMOTION: You may exchange your personal profile for one of the next higher occupational class.

15. Son gets scholarship to Ohio State to play the line. +50 e.s. points.

16. Daughter carries flag for girl scouts in the Veteran's Day parade. +15 e.s. points.

17. Black family moves on the block. -30 e.s. points.

18. Grady's tavern bombed. -30 e.s. points.

IV. For Eastview, North Hills, and Crestheights (3 decks).

1. You may exchange this card for the neighborhood abstract of any community adjacent to the one of your residence. (2 cards)

2. You may exchange this card for the neighborhood abstract of a community of your choice. (5 cards).

3. Fantastic new steak restaurant opens, but air around smells of onions. +5 e.s. points.

4. Neighbor's poodle defecates on your lawn. -5 e.s. points.

5. New swimming pool built at country club, but dues go up. -$500.00 +15 e.s. points.

6. New strain of grass introduced which needs no mowing, but your gardener and his family picket your house. +$1200.00 -30 e.s. points.

7. Daughter goes to David Cassidy concert and has albums autographed. +30 e.s. points

8. Wife is appointed deaconess. Plus 25 e.s. points, but must donate $2000.00 to the church.

9. Hamilton Majors III buys the property next to yours, but subdivides rather than building for himself. -$2000.00 -10 e.s. points.

10. Adoption bureau has a suitable baby for you. +50 e.s. points.

11. Busted for drugs. Speak to judge and case is dropped from docket. -10 e.s. points.

12. Community concert series given state aid, but kids next door take up tuba and piano. +$1000.00 -5 e.s. points.

13. You win St. Angus Open with 3 under par. +$500.00 +20 e.s. points.

14. House burglarized! -$10,000.00 -20 e.s. points.

15. Unwanted pregnancy. -$1000.00 -50 e.s. points. May redeem abortion card.

16. Abortion card. May pay $500.00 for guaranteed success from reputable M.D. in New York, or may

pay nothing and roll one die. If 1 to 3, the abortion is successful. If 4 to 6, there are complications and the full unwanted pregnancy penalty must be paid plus $500.00 and another 30 e.s. points are lost.

17. Some penny stock you bought on a whim pays off. +$50,000.00.

Personal Profile	Ranges
Manager	Income per month: $2,200-3,000
Income per month_____	Assets: $5,000-20,000
Assets_____	Initial e.s. points: 10-50
Initial e.s. points_____	Monthly expenses: $1,300-1,900
Monthly expenses_____	Moving expenses: $700-1,000
Moving expenses_____*	
*One move during the game will be paid for by the company, hence is free to managers.	
Skilled Worker	
Income per month_____	Income per month: $1,200-1,700
Assets_____	Assets: $500-4,500
Initial e.s. points_____	Initial e.s. points: 5-30
Monthly expenses_____	Monthly expenses: $750-1,200
Moving expenses_____	Moving expenses: $400-900
Clerk/Stenographer	
Income per month_____	Income per month: $750-1,000
Assets_____	Assets: $300-2,000
Initial e.s. points_____	Initial e.s. points: 5-25
Monthly expenses_____	Monthly expenses: $510-750
Moving expenses_____	Moving expenses: $400-600

Personal Profiles (continued)	Ranges
Unskilled Worker	
Income per month_____	Income per month: $600-750
Assets_____	Assets: $100-1,200
Initial e.s. points_____	Initial e.s. points: 5-20
Monthly expenses_____	Monthly expenses: $420-500
Moving expenses_____	Moving expenses: $250-500

Neighborhood Abstract for Jone's Flat

Entry fee: 00 Monthly e.s. points: 00

Monthly rent: $80.00

Journey-to-work costs per month:

to:	
Jones' Flat	$00.00
Reed's Landing	$20.00
Grafton	$20.00
Eastview	$40.00
Agabar	$20.00
Elmwood	$20.00
Ironton	$40.00
Beltsville	$40.00
Pleasantview	$60.00
Crestheights	$60.00
North Hills	$80.00

Neighborhood Abstract for Reed's Landing

Entry fee: $300.00 Monthly e.s. points: 5

Monthly rent: $85.00

Journey-to-work costs per month:

to:	
Jones' Flat	$20.00
Reed's Landing	$00.00
Grafton	$40.00
Eastview	$20.00
Agabar	$40.00
Elmwood	$40.00
Ironton	$20.00
Beltsville	$60.00
Pleasantview	$40.00
Crestheights	$80.00
North Hills	$60.00

Neighborhood Abstract for Grafton

Entry fee: $1000.00 Monthly e.s. points: 10

Monthly rent: $240.00

Journey-to-work costs per month:

to	
Jones' Flat	$20.00
Reed's Landing	$40.00
Grafton	$00.00
Eastview	$60.00
Agabar	$20.00
Elmwood	$40.00
Ironton	$60.00
Beltsville	$40.00
Pleasantview	$80.00
Crestheights	$60.00
North Hills	$80.00

Neighborhood Abstract for Eastview

Entry fee: $800.00 Monthly e.s. points: 8

Monthly rent: $145.00

Journey-to-work costs per month:

to:	
Jones' Flat	$20.00
Reed's Landing	$40.00
Grafton	$20.00
Eastview	$60.00
Agabar	$00.00
Elmwood	$20.00
Ironton	$40.00
Beltsville	$20.00
Pleasantview	$40.00
Crestheights	$40.00
North Hills	$60.00

Neighborhood Abstract for Agabar

Entry fee: $800.00 Monthly e.s. points: 8

Monthly rent: $145.00

Journey-to-work costs per month:

to:	
Jones' Flat	$20.00
Reed's Landing	$40.00
Grafton	$20.00
Eastview	$60.00
Agabar	$00.00
Elmwood	$20.00
Ironton	$40.00
Beltsville	$20.00
Pleasantview	$40.00
Crestheights	$40.00
North Hills	$60.00

Neighborhood Abstract for Elmwood

Entry fee: $1,100.00 Monthly e.s. points: 11

Monthly rent: $250.00

Journey-to-work costs per month:

to:	
Jones' Flat	$20.00
Reed's Landing	$40.00
Grafton	$40.00
Eastview	$40.00
Agabar	$20.00
Elmwood	$00.00
Ironton	$20.00
Beltsville	$20.00
Pleasantview	$20.00
Crestheights	$40.00
North Hills	$40.00

Neighborhood Abstract for Ironton

Entry fee: $800.00 Monthly e.s. points: 10

Monthly rent: $150.00

Journey-to-work costs per month:

to:	
Jones' Flat	$40.00
Reed's Landing	$20.00
Grafton	$60.00
Eastview	$20.00
Agabar	$40.00
Elmwood	$20.00
Ironton	$00.00
Beltsville	$40.00
Pleasantview	$20.00
Crestheights	$60.00
North Hills	$40.00

Neighborhood Abstract for Beltsville

Entry fee: $900.00 Monthly e.s. points: 10

Monthly rent: $140.00

Journey-to-work costs per month:

to:	
Jones' Flat	$40.00
Reed's Landing	$60.00
Grafton	$40.00
Eastview	$40.00
Agabar	$20.00
Elmwood	$20.00
Ironton	$40.00
Beltsville	$00.00
Pleasantview	$20.00
Crestheights	$20.00
North Hills	$40.00

Neighborhood Abstract for Pleasantview

Entry fee: $1,200,00 Monthly e.s. points: 16

Monthly rent: $230.00

Journey-to-work costs per month:

to:	
Jones' Flat	$60.00
Reed's Landing	$40.00
Grafton	$60.00
Eastview	$20.00
Agabar	$40.00
Elmwood	$20.00
Ironton	$20.00
Beltsville	$20.00
Pleasantview	$00.00
Crestheights	$40.00
North Hills	$20.00

Neighborhood Abstract for Crestheights

Entry fee: $7,000.00 Monthly e.s. points: 30

Monthly rent: $700.00

Journey-to-work costs per month:

to:	
Jones' Flat	$60.00
Reed's Landing	$80.00
Grafton	$60.00
Eastview	$60.00
Agabar	$40.00
Elmwood	$40.00
Ironton	$60.00
Beltsville	$20.00
Pleasantview	$40.00
Crestheights	$00.00
North Hills	$20.00

Neighborhood Abstract for North Hills

Entry fee: $4,500.00 Monthly e.s. points: 22

Monthly rent: $500.00

Journey-to-work costs per month:

to:	
Jones' Flat	$80.00
Reed's Landing	$60.00
Grafton	$80.00
Eastview	$40.00
Agabar	$60.00
Elmwood	$60.00
Ironton	$40.00
Beltsville	$40.00
Pleasantview	$20.00
Crestheights	$20.00
North Hills	$00.00

Operator announced information and events:

Round 1: Sam Creighton, general manager of the General Computers operation in Flat City, has today announced the company's intention to build a new plant to replace their present one in the Jones' Flat area. An intensive study of possible new locations is underway, but the company has made no decision on a specific site at this time.

Round 2: The Reed's Landing Community Assn. will seek federal funds for the establishment of a new industrial park.

Crestheights has passed a bond issue to expand its present utility network. Considerable local opposition exists, however, because the facilities to be constructed far exceed the present community needs, or those foreseeable in the near future.

Round 3: General Computers has awarded $120,000.00 to the Jones' Flat Medical Center for research into computerized diagnosis.

Round 4: F.H.A. today announced that the amount needed for down payment to obtain its mortgages would be doubled temporarily in Flat City. This is a result of a H.E.W. experiment in regulating housing starts. Thus all entrance costs to communities will double for this round only.

Round 5: In a press conference today Creighton stated the new plant will have virtually 100% pollution controls. He also disclosed that the site alternatives have been limited to four, but declined to be more specific. The advanced technology concrete and steel construction method to be employed in the building of the new plant should allow operations to begin there five months after the location has been selected, weather permitting.

Round 6: Joe Pithranthropos, noted local commercial fisherman, has issued his prediction for summer weather for this year. He expects a cold, wet summer

Operator announced information and events (continued):

because fish have not yet sought the deeper waters off the fishing banks as they would if a warm summer boded.

General Computers has awarded the contract for its new plant construction to McGraw Associates.

Round 7: Construction of the new General Computers plant has begun at Mendel Road and Morning Glory Drive in North Hills.

Weather report and construction progress.

Round 8: Weather report and construction progress.

Round 9: Weather report and construction progress.

Round 10: The interest rate increases. Entry costs to new neighborhoods double at this round and remain so for the rest of the rounds.

Weather report and construction progress.

Round 11: Weather report and construction progress.

Round 12: Weather report and construction progress.

Place throw:

Throw with two dice; your original community of residence will be assigned according to occupational role and the resulting number.

If dice are:	Occupation: Unskilled	Skilled	Clerk/Steno	Manager
2	B'ville*	Reed's L'ng*	North Hills	Elmwood
3	B'ville	Eastview	Eastview	North Hills
4	Ironton	Ironton	Grafton	North Hills
5	Reed's L'ng.	Grafton	Elmwood	C'heights*
6	Jones' Flat	B'ville	P'view*	Eastview
7	Jones' Flat	B'ville	P'view	Eastview
8	Reed's L'ng.	Agabar	Elmwood	C'heights
9	Ironton	Ironton	Elmwood	P'view
10	Agabar	Elmwood	Grafton	North Hills
11	Agabar	P'view	Eastview	North Hills
12	P'view	Jone's Flat	C'heights	Grafton

*Beltsville
Reed's Landing
Pleasantview
Crestheights

Weather Report and Construction Progress:

Roll two dice. Weather events and their effect on construction are noted in the table below.

If dice are:

2	Flood; construction halt.
3, 4	Heavy rain; only 2 weeks progress in the month.
5, 6	Cold weather; only 3 weeks progress in the month.
7, 8, 9	Average weather; normal progress.
10, 11	Especially dry weather; one week ahead of schedule.
12	Perfect conditions; two weeks ahead of schedule.